

# Glockenspiel at the Midway Town Hall

As part of the town's Swiss theme, residents have built and installed in their Bavarian-style Town Hall, a Glockenspiel, weighing 500 pounds, featuring five dancing figures and valued at \$35,000.

Literally translated Glockenspiel means "bell music," but Midway Mayor Gene Probst explained "glock" also means "clock" and "spiel" designates "all the rest of it."

The "rest of it" traditionally includes music and figures that dance or twirl when the clock strikes certain times. The Midway Glockenspiel incorporates all the tradition of the Glockenspiels found around Switzerland.

Five 36-inch figures rotate on small platforms. They circle around on a 40-inch diameter turntable. The mechanism is electronically synchronized with a 48 inch clock above it with a computer program. It is operated by a 40-channel remote control garage door opener.

When the clock strikes the hour, a panel of four feet wide, by 52 inches tall, opens the platform; goes and turns while the figures twirl to Swiss music. After the main show of treats and the

doors shut until the next hour.

Soft floodlights will light the Glockenspiel at night. When the clock strikes the hour, the lights will go to full power, then dim when the performance is over.

Dollmaker, Erla Young, who teaches art at Brigham Young University, designed the dolls by combining bits and pieces of lathed wood. A woodworker, Larry O'Driscoll, made most of them as samples of balusters, the ornate rails that hold up banisters. He had discarded them and Mrs. Young rummaged through the pile, rescuing arms, legs, torsos, and heads for her little "people."

Under her direction, Jack Angus put them together without screws, using only glue and dowels to create the figures.

Mrs. Young painted and clothed them with Swiss costumes, which are partly authentic and partly stylized. "We decided to go for the Pinocchio kind of approach--kind of whimsical in keeping with the character of the materials," explained Fran Anderson, project chairman.